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Algorithms for Image Processing and Computer Vision - J. R. Parker
2010-11-29

A cookbook of algorithms for common image processing applications. Thanks to advances in computer hardware and software, algorithms have been developed that support sophisticated image processing without requiring an extensive background in mathematics. This bestselling book has been fully updated with the newest of these, including 2D vision methods in content-based searches and the use of graphics cards as image processing computational aids. It's an ideal reference for software engineers and developers, advanced programmers, graphics programmers, scientists, and other specialists who require highly specialized image processing. Algorithms now exist for a wide variety of sophisticated image processing applications required by software engineers and developers, advanced programmers, graphics programmers, scientists, and related specialists. This bestselling book has been completely updated to include the latest algorithms, including 2D vision methods in content-based searches, details on modern classifier methods, and graphics cards used as image processing computational aids. Saves hours of mathematical calculating by using distributed processing and GPU programming, and gives non-mathematicians the shortcuts needed to program relatively sophisticated applications.

Algorithms for Image Processing and Computer Vision, 2nd Edition provides the tools to speed development of image processing applications.

Raspberry Pi 3 Home Automation Projects - Shantanu Bhadoria
2017-11-06

"With futuristic homes on the rise, learn to control and automate the living space with intriguing IoT projects." About This Book Build exciting (six) end-to-end home automation projects with Raspberry Pi 3, Seamlessly communicate and control your existing devices and build your own home automation system, Automate tasks in your home through projects that are reliable and fun Who This Book Is For This book is for all those who are excited about building home automation systems with Raspberry Pi 3. It's also for electronic hobbyists and developers with some knowledge of electronics and programming. What You Will Learn Integrate different embedded microcontrollers and development boards like Arduino, ESP8266, Particle Photon and Raspberry Pi 3, creating real life solutions for day to day tasks and home automation Create your own magic mirror that lights up with useful information as you walk up to it Create a system that intelligently decides when to water your garden and then goes ahead and waters it for you Use the Wi-fi enabled Adafruit ESP8266 Huzzah to create your

own networked festive display lights Create a simple machine learning application and build a parking automation system using Raspberry Pi Learn how to work with AWS cloud services and connect your home automation to the cloud Learn how to work with Windows IoT in Raspberry Pi 3 and build your own Windows IoT Face Recognition door locking system In Detail Raspberry Pi 3 Home Automation Projects addresses the challenge of applying real-world projects to automate your house using Raspberry Pi 3 and Arduino. You will learn how to customize and program the Raspberry Pi 3 and Arduino-based boards in several home automation projects around your house, in order to develop home devices that will really rejuvenate your home. This book aims to help you integrate different microcontrollers like Arduino, ESP8266 Wi-Fi module, Particle Photon and Raspberry Pi 3 into the real world, taking the best of these boards to develop some exciting home automation projects. You will be able to use these projects in everyday tasks, thus making life easier and comfortable. We will start with an interesting project creating a Raspberry Pi-Powered smart mirror and move on to Automated Gardening System, which will help you build a simple smart gardening system with plant-sensor devices and Arduino to keep your garden healthy with minimal effort. You will also learn to build projects such as CheerLights into a holiday display, a project to erase parking headaches with OpenCV and Raspberry Pi 3, create Netflix's "The Switch" for the living room and lock down your house like Fort Knox with a Windows IoT face recognition-based door lock system. By the end of the book, you will be able to build and automate the living space with intriguing IoT projects and bring a new degree of interconnectivity to your world. Style and approach End to end home automation projects with Raspberry Pi 3. **Hands-On Computer Vision with Julia** - Dmitrijs Cudihins 2018-06-29 Explore the various packages in Julia that support image processing and build neural networks for video processing and object tracking. Key Features Build a full-fledged image processing application using JuliaImages Perform basic to advanced image and video stream processing with Julia's APIs Understand and optimize various features of OpenCV with easy examples Book Description Hands-On Computer

Vision with Julia is a thorough guide for developers who want to get started with building computer vision applications using Julia. Julia is well suited to image processing because it's easy to use and lets you write easy-to-compile and efficient machine code. . This book begins by introducing you to Julia's image processing libraries such as Images.jl and ImageCore.jl. You'll get to grips with analyzing and transforming images using JuliaImages; some of the techniques discussed include enhancing and adjusting images. As you make your way through the chapters, you'll learn how to classify images, cluster them, and apply neural networks to solve computer vision problems. In the concluding chapters, you will explore OpenCV applications to perform real-time computer vision analysis, for example, face detection and object tracking. You will also understand Julia's interaction with Tesseract to perform optical character recognition and build an application that brings together all the techniques we introduced previously to consolidate the concepts learned. By end of the book, you will have understood how to utilize various Julia packages and a few open source libraries such as Tesseract and OpenCV to solve computer vision problems with ease. What you will learn Analyze image metadata and identify critical data using JuliaImages Apply filters and improve image quality and color schemes Extract 2D features for image comparison using JuliaFeatures Cluster and classify images with KNN/SVM machine learning algorithms Recognize text in an image using the Tesseract library Use OpenCV to recognize specific objects or faces in images and videos Build neural network and classify images with MXNet Who this book is for Hands-On Computer Vision with Julia is for Julia developers who are interested in learning how to perform image processing and want to explore the field of computer vision. Basic knowledge of Julia will help you understand the concepts more effectively.

Arduino Computer Vision Programming - Ozen Ozkaya 2015-08-24 Design and develop real-world computer vision applications with the powerful combination of OpenCV and Arduino About This Book- Load and run the applications in Arduino to develop intelligent systems- Design and implement detection, classification, and recognition algorithms for

computer vision applications- Explore the best practices of computer vision development including state of the art algorithms and hands-on example projects

Who This Book Is For If you are a consumer and hobbyist who has familiarity with the basics of Arduino and wish to learn computer vision programming with Arduino to create intelligent systems, then this book is for you. No knowledge of computer vision programming is required.

What You Will Learn- Understand the design blocks and the generic architecture of computer vision systems by learning an efficient approach to modelling- Build up your skill set of computer vision system design using OpenCV by learning fundamentals, camera selection, data acquisition, filtering, processing, feature extraction and recognition for any specific problem- Learn the wired and wireless communication capabilities of Arduino and comprehensive best practices to connect it to the OpenCV environment in a platform-independent way- Discover how to use Arduino to elegantly interact with real life via physical actions- Solidify everything you've learnt by designing and building a computer vision-enabled practical robot from scratch

In details Most technologies are developed with an inspiration of human capabilities. Most of the time, the hardest to implement capability is vision. Development of highly capable computer vision applications in an easy way requires a generic approach. In this approach, Arduino is a perfect tool for interaction with the real world. Moreover, the combination of OpenCV and Arduino boosts the level and quality of practical computer vision applications.

Computer vision is the next level of sensing the environment. The purpose of this book is to teach you how to develop Arduino-supported computer vision systems that can interact with real life by seeing it. This book will combine the powers of Arduino and computer vision in a generalized, well-defined, and applicable way. The practices and approaches in the book can be used for any related problems and on any platforms. At the end of the book, you should be able to solve any types of real life vision problems with all its components by using the presented approach. Each component will extend your vision with the best practices on the topic. In each chapter, you will find interesting real life practical application examples about the topics in the

chapter. To make it grounded, we will build a vision-enabled robot step by step towards the end of the book. You will observe that, even though the contexts of the problems are very different, the approaches to solve them are the same and very easy!

Style and approach This book is a step-by-step guide that explains each topic sequentially by using best practices and useful tips to build computer-vision applications with OpenCV and Arduino. All the information in the book is combined in a real life all-in-one example application.

Building Computer Vision Projects with OpenCV 4 and C++ - David Millán Escrivá 2019-03-26

Delve into practical computer vision and image processing projects and get up to speed with advanced object detection techniques and machine learning algorithms

Key Features Discover best practices for engineering and maintaining OpenCV projects Explore important deep learning tools for image classification Understand basic image matrix formats and filters

Book Description OpenCV is one of the best open source libraries available and can help you focus on constructing complete projects on image processing, motion detection, and image segmentation. This Learning Path is your guide to understanding OpenCV concepts and algorithms through real-world examples and activities. Through various projects, you'll also discover how to use complex computer vision and machine learning algorithms and face detection to extract the maximum amount of information from images and videos. In later chapters, you'll learn to enhance your videos and images with optical flow analysis and background subtraction. Sections in the Learning Path will help you get to grips with text segmentation and recognition, in addition to guiding you through the basics of the new and improved deep learning modules. By the end of this Learning Path, you will have mastered commonly used computer vision techniques to build OpenCV projects from scratch. This Learning Path includes content from the following Packt books:

Mastering OpenCV 4 - Third Edition by Roy Shilkrot and David Millán Escrivá

Learn OpenCV 4 By Building Projects - Second Edition by David Millán Escrivá, Vinícius G. Mendonça, and Prateek Joshi

What you will learn Stay up-to-date with algorithmic design approaches for complex

computer vision tasks Work with OpenCV's most up-to-date API through various projects Understand 3D scene reconstruction and Structure from Motion (SfM) Study camera calibration and overlay augmented reality (AR) using the ArUco module Create CMake scripts to compile your C++ application Explore segmentation and feature extraction techniques Remove backgrounds from static scenes to identify moving objects for surveillance Work with new OpenCV functions to detect and recognize text with Tesseract Who this book is for If you are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with OpenCV, this Learning Path is for you. Prior knowledge of C++ and familiarity with mathematical concepts will help you better understand the concepts in this Learning Path.

TinyML - Pete Warden 2019-12-16

Deep learning networks are getting smaller. Much smaller. The Google Assistant team can detect words with a model just 14 kilobytes in size—small enough to run on a microcontroller. With this practical book you'll enter the field of TinyML, where deep learning and embedded systems combine to make astounding things possible with tiny devices. Pete Warden and Daniel Situnayake explain how you can train models small enough to fit into any environment. Ideal for software and hardware developers who want to build embedded systems using machine learning, this guide walks you through creating a series of TinyML projects, step-by-step. No machine learning or microcontroller experience is necessary. Build a speech recognizer, a camera that detects people, and a magic wand that responds to gestures Work with Arduino and ultra-low-power microcontrollers Learn the essentials of ML and how to train your own models Train models to understand audio, image, and accelerometer data Explore TensorFlow Lite for Microcontrollers, Google's toolkit for TinyML Debug applications and provide safeguards for privacy and security Optimize latency, energy usage, and model and binary size

Learning OpenCV 3 Application Development - Samyak Datta 2016-12-19 Build, create, and deploy your own computer vision applications with the

power of OpenCV About This Book This book provides hands-on examples that cover the major features that are part of any important Computer Vision application It explores important algorithms that allow you to recognize faces, identify objects, extract features from images, help your system make meaningful predictions from visual data, and much more All the code examples in the book are based on OpenCV 3.1 – the latest version Who This Book Is For This is the perfect book for anyone who wants to dive into the exciting world of image processing and computer vision. This book is aimed at programmers with a working knowledge of C++. Prior knowledge of OpenCV or Computer Vision/Machine Learning is not required. What You Will Learn Explore the steps involved in building a typical computer vision/machine learning application Understand the relevance of OpenCV at every stage of building an application Harness the vast amount of information that lies hidden in images into the apps you build Incorporate visual information in your apps to create more appealing software Get acquainted with how large-scale and popular image editing apps such as Instagram work behind the scenes by getting a glimpse of how the image filters in apps can be recreated using simple operations in OpenCV Appreciate how difficult it is for a computer program to perform tasks that are trivial for human beings Get to know how to develop applications that perform face detection, gender detection from facial images, and handwritten character (digit) recognition In Detail Computer vision and machine learning concepts are frequently used in practical computer vision based projects. If you're a novice, this book provides the steps to build and deploy an end-to-end application in the domain of computer vision using OpenCV/C++. At the outset, we explain how to install OpenCV and demonstrate how to run some simple programs. You will start with images (the building blocks of image processing applications), and see how they are stored and processed by OpenCV. You'll get comfortable with OpenCV-specific jargon (Mat Point, Scalar, and more), and get to know how to traverse images and perform basic pixel-wise operations. Building upon this, we introduce slightly more advanced image processing concepts such as filtering, thresholding, and edge detection.

In the latter parts, the book touches upon more complex and ubiquitous concepts such as face detection (using Haar cascade classifiers), interest point detection algorithms, and feature descriptors. You will now begin to appreciate the true power of the library in how it reduces mathematically non-trivial algorithms to a single line of code! The concluding sections touch upon OpenCV's Machine Learning module. You will witness not only how OpenCV helps you pre-process and extract features from images that are relevant to the problems you are trying to solve, but also how to use Machine Learning algorithms that work on these features to make intelligent predictions from visual data! Style and approach This book takes a very hands-on approach to developing an end-to-end application with OpenCV. To avoid being too theoretical, the description of concepts are accompanied simultaneously by the development of applications. Throughout the course of the book, the projects and practical, real-life examples are explained and developed step by step in sync with the theory.

Learning Robotics Using Python - Lentin Joseph 2015-05-27

If you are an engineer, a researcher, or a hobbyist, and you are interested in robotics and want to build your own robot, this book is for you. Readers are assumed to be new to robotics but should have experience with Python.

Communication Software and Networks - Suresh Chandra Satapathy 2020-10-03

This book highlights a collection of high-quality peer-reviewed research papers presented at the Sixth International Conference on Information System Design and Intelligent Applications (INDIA 2019), held at Lendi Institute of Engineering & Technology, Vizianagaram, Andhra Pradesh, India, from 1 to 2 November 2019. It covers a wide range of topics in computer science and information technology, from wireless networks, social networks, wireless sensor networks, information and network security, to web security, Internet of Things, bioinformatics, geoinformatics and computer networks.

Learning OpenCV 3 - Adrian Kaehler 2016-12-14

"This book provides a working guide to the C++ Open Source Computer

Vision Library (OpenCV) version 3.x and gives a general background on the field of computer vision sufficient to help readers use OpenCV effectively."--Preface.

Nonlinear Time Series Analysis - Ruey S. Tsay 2018-09-14

A comprehensive resource that draws a balance between theory and applications of nonlinear time series analysis Nonlinear Time Series Analysis offers an important guide to both parametric and nonparametric methods, nonlinear state-space models, and Bayesian as well as classical approaches to nonlinear time series analysis. The authors—noted experts in the field—explore the advantages and limitations of the nonlinear models and methods and review the improvements upon linear time series models. The need for this book is based on the recent developments in nonlinear time series analysis, statistical learning, dynamic systems and advanced computational methods. Parametric and nonparametric methods and nonlinear and non-Gaussian state space models provide a much wider range of tools for time series analysis. In addition, advances in computing and data collection have made available large data sets and high-frequency data. These new data make it not only feasible, but also necessary to take into consideration the nonlinearity embedded in most real-world time series. This vital guide: • Offers research developed by leading scholars of time series analysis • Presents R commands making it possible to reproduce all the analyses included in the text • Contains real-world examples throughout the book • Recommends exercises to test understanding of material presented • Includes an instructor solutions manual and companion website Written for students, researchers, and practitioners who are interested in exploring nonlinearity in time series, Nonlinear Time Series Analysis offers a comprehensive text that explores the advantages and limitations of the nonlinear models and methods and demonstrates the improvements upon linear time series models.

Sustainable Communication Networks and Application - P. Karrupusamy 2019-11-07

This book presents state-of-the-art theories and technologies and discusses developments in the two major fields: engineering and

sustainable computing. In this modern era of information and communication technologies [ICT], there is a growing need for new sustainable and energy-efficient communication and networking technologies. The book highlights significant current and potential international research relating to theoretical and practical methods toward developing sustainable communication and networking technologies. In particular, it focuses on emerging technologies such as wireless communications, mobile networks, Internet of things [IoT], sustainability, and edge network models. The contributions cover a number of key research issues in software-defined networks, blockchain technologies, big data, edge/fog computing, computer vision, sentiment analysis, cryptography, energy-efficient systems, and cognitive platforms.

OpenCV Computer Vision with Python - Joseph Howse 2013

A practical, project-based tutorial for Python developers and hobbyists who want to get started with computer vision with OpenCV and Python. OpenCV Computer Vision with Python is written for Python developers who are new to computer vision and want a practical guide to teach them the essentials. Some understanding of image data (for example, pixels and color channels) would be beneficial. At a minimum you will need access to at least one webcam. Certain exercises require additional hardware like a second webcam, a Microsoft Kinect or an OpenNI-compliant depth sensor such as the Asus Xtion PRO.

Mastering OpenCV 4 - Roy Shilkrot 2018-12-27

Work on practical computer vision projects covering advanced object detector techniques and modern deep learning and machine learning algorithms. Key Features: Learn about the new features that help unlock the full potential of OpenCV 4. Build face detection applications with a cascade classifier using face landmarks. Create an optical character recognition (OCR) model using deep learning and convolutional neural networks. Book Description: Mastering OpenCV, now in its third edition, targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, the book delivers complete projects from ideation to running code, targeting current hot topics in computer vision such as

face recognition, landmark detection and pose estimation, and number recognition with deep convolutional networks. You'll learn from experienced OpenCV experts how to implement computer vision products and projects both in academia and industry in a comfortable package. You'll get acquainted with API functionality and gain insights into design choices in a complete computer vision project. You'll also go beyond the basics of computer vision to implement solutions for complex image processing projects. By the end of the book, you will have created various working prototypes with the help of projects in the book and be well versed with the new features of OpenCV4. What you will learn: Build real-world computer vision problems with working OpenCV code samples. Uncover best practices in engineering and maintaining OpenCV projects. Explore algorithmic design approaches for complex computer vision tasks. Work with OpenCV's most updated API (v4.0.0) through projects. Understand 3D scene reconstruction and Structure from Motion (SfM). Study camera calibration and overlay AR using the ArUco Module. Who this book is for: This book is for those who have a basic knowledge of OpenCV and are competent C++ programmers. You need to have an understanding of some of the more theoretical/mathematical concepts, as we move quite quickly throughout the book.

Picture Processing by Computer - Azriel Rosenfeld 1969

The field of picture processing by computer is reviewed from a technique-oriented standpoint. Only the processing of given pictures (as opposed to computer-synthesized pictures) is considered. Specific areas covered include: (a) Pictures as information sources and their efficient encoding; (b) Approximation of pictures - sampling and quantization techniques; (c) Position-invariant operations on pictures and their implementation (digital, electro-optical, optical); applications to matched filtering (template matching), spatial frequency filtering and image restoration, measurement of image quality, and image enhancement ('smoothing' and 'sharpening'); (d) Picture properties (linear; local and 'textural'; random) useful for pictorial pattern recognition; (e) 'Figure extraction' from pictures; figure properties (topology, size, shape); (f) Picture description and 'picture languages.' (Author).

The Practical Guides on Deep Learning Using SCIKIT-LEARN, KERAS, and TENSORFLOW with Python GUI - Vivian Siahaan

2021-04-11

In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on recognizing traffic signs using GTSRB dataset, detecting brain tumor using Brain Image MRI dataset, classifying gender, and recognizing facial expression using FER2013 dataset In Chapter 1, you will learn to create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, Pandas, NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset with PyQt. You will build a GUI application for this purpose. In Chapter 3, you will learn how to perform recognizing traffic signs using GTSRB dataset from Kaggle. There are several different types of traffic signs like speed limits, no entry, traffic signals, turn left or right, children crossing, no passing of heavy vehicles, etc. Traffic signs classification is the process of identifying which class a traffic sign belongs to. In this Python project, you will build a deep neural network model that can classify traffic signs in image into different categories. With this model, you will be able to read and understand traffic signs which are a very important task for all autonomous vehicles. You will build a GUI application for this purpose. In Chapter 4, you will learn how to perform detecting brain tumor using Brain Image MRI dataset provided by Kaggle

(<https://www.kaggle.com/navoneel/brain-mri-images-for-brain-tumor-detection>) using CNN model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to perform classifying gender using dataset provided by Kaggle

(<https://www.kaggle.com/cashutosh/gender-classification-dataset>) using MobileNetV2 and CNN models. You will build a GUI application for this purpose. In Chapter 6, you will learn how to perform recognizing facial expression using FER2013 dataset provided by Kaggle

(<https://www.kaggle.com/nicolejyt/facialexpressionrecognition>) using

CNN model. You will also build a GUI application for this purpose.

Learning OpenCV 3 Computer Vision with Python - Joe Minichino

2015-09-29

Unleash the power of computer vision with Python using OpenCV About This Book Create impressive applications with OpenCV and Python Familiarize yourself with advanced machine learning concepts Harness the power of computer vision with this easy-to-follow guide Who This Book Is For Intended for novices to the world of OpenCV and computer vision, as well as OpenCV veterans that want to learn about what's new in OpenCV 3, this book is useful as a reference for experts and a training manual for beginners, or for anybody who wants to familiarize themselves with the concepts of object classification and detection in simple and understandable terms. Basic knowledge about Python and programming concepts is required, although the book has an easy learning curve both from a theoretical and coding point of view. What You Will Learn Install and familiarize yourself with OpenCV 3's Python API Grasp the basics of image processing and video analysis Identify and recognize objects in images and videos Detect and recognize faces using OpenCV Train and use your own object classifiers Learn about machine learning concepts in a computer vision context Work with artificial neural networks using OpenCV Develop your own computer vision real-life application In Detail OpenCV 3 is a state-of-the-art computer vision library that allows a great variety of image and video processing operations. Some of the more spectacular and futuristic features such as face recognition or object tracking are easily achievable with OpenCV 3. Learning the basic concepts behind computer vision algorithms, models, and OpenCV's API will enable the development of all sorts of real-world applications, including security and surveillance. Starting with basic image processing operations, the book will take you through to advanced computer vision concepts. Computer vision is a rapidly evolving science whose applications in the real world are exploding, so this book will appeal to computer vision novices as well as experts of the subject wanting to learn the brand new OpenCV 3.0.0. You will build a theoretical foundation of image processing and video analysis, and

progress to the concepts of classification through machine learning, acquiring the technical know-how that will allow you to create and use object detectors and classifiers, and even track objects in movies or video camera feeds. Finally, the journey will end in the world of artificial neural networks, along with the development of a hand-written digits recognition application. Style and approach This book is a comprehensive guide to the brand new OpenCV 3 with Python to develop real-life computer vision applications.

Dive Into Deep Learning - Joanne Quinn 2019-07-15

The leading experts in system change and learning, with their school-based partners around the world, have created this essential companion to their runaway best-seller, *Deep Learning: Engage the World Change the World*. This hands-on guide provides a roadmap for building capacity in teachers, schools, districts, and systems to design deep learning, measure progress, and assess conditions needed to activate and sustain innovation. *Dive Into Deep Learning: Tools for Engagement* is rich with resources educators need to construct and drive meaningful deep learning experiences in order to develop the kind of mindset and know-how that is crucial to becoming a problem-solving change agent in our global society. Designed in full color, this easy-to-use guide is loaded with tools, tips, protocols, and real-world examples. It includes:

- A framework for deep learning that provides a pathway to develop the six global competencies needed to flourish in a complex world — character, citizenship, collaboration, communication, creativity, and critical thinking.
- Learning progressions to help educators analyze student work and measure progress.
- Learning design rubrics, templates and examples for incorporating the four elements of learning design: learning partnerships, pedagogical practices, learning environments, and leveraging digital.
- Conditions rubrics, teacher self-assessment tools, and planning guides to help educators build, mobilize, and sustain deep learning in schools and districts. Learn about, improve, and expand your world of learning. Put the joy back into learning for students and adults alike. Dive into deep learning to create learning experiences that give purpose, unleash student potential, and transform not only learning, but

life itself.

Progress in Pattern Recognition, Image Analysis, Computer Vision, and Applications - Eduardo Bayro-Corrochano 2014-10-23

This book constitutes the refereed proceedings of the 19th Iberoamerican Congress on Pattern Recognition, CIARP 2014, held in Puerto Vallarta, Jalisco, Mexico, in November 2014. The 115 papers presented were carefully reviewed and selected from 160 submissions. The papers are organized in topical sections on image coding, processing and analysis; segmentation, analysis of shape and texture; analysis of signal, speech and language; document processing and recognition; feature extraction, clustering and classification; pattern recognition and machine learning; neural networks for pattern recognition; computer vision and robot vision; video segmentation and tracking.

20 Easy Raspberry Pi Projects - Rui Santos 2018-04-17

Twenty projects using the Raspberry Pi, a tiny and affordable computer, for beginners looking to make cool things right away. Projects are explained with full-color visuals and simple step-by-step instructions. *20 Easy Raspberry Pi Projects* is a beginner-friendly collection of electronics projects, perfectly suited for kids, parents, educators, and hobbyists looking to level up their hardware skills. After a crash course to get you set up with your Raspberry Pi, you'll learn how to build interactive projects like a digital drum set; a WiFi controlled robot; a Pong game; an intruder alarm that sends email notifications; a gas leak detector; a weather forecaster; and IoT gadgets that control electronics around the house. Along the way, you'll work with core components like LCD screens, cameras, sensors, and even learn how to set up your own server. Each project provides step-by-step instructions, full-color photos and circuit diagrams, and the complete code to bring your build to life. If you're ready to hit the ground running and make something interesting, let *20 Easy Raspberry Pi Projects* be your guide.

2020 International Conference on System, Computation, Automation and Networking (ICSCAN) - IEEE Staff 2020-07-03

The scope of the conference is to provide a platform for the exchange of ideas amongst scholars in various disciplines, present the state of art

innovations and point out new trends in current research activities and emerging technologies. It also aims to have an assembly of eminent persons in their area of specialisation with a fair share of invited talks in all relevant fields for the benefit of delegates of the conference. It also aims to bring together global institutions involved in the field of engineering together to share, network, develop future strategies and specially to meet the emerging challenges from fresh implications.

Pattern Recognition - Jesús Ariel Carrasco-Ochoa 2019-06-19

This book constitutes the proceedings of the 11th Mexican Conference on Pattern Recognition, MCPR 2019, held in Querétaro, Mexico, in June 2019. The 40 papers presented in this volume were carefully reviewed and selected from 86 submissions. They were organized in topical sections named: artificial intelligence techniques and recognition; computer vision; industrial and medical applications of pattern recognition; image processing and analysis; pattern recognition techniques; signal processing and analysis; natural language, and processing and recognition.

Real-Time Computer Vision - Christopher M. Brown 1995-03-30

This first book on real-time computer vision will interest all involved in the design and programming of visually guided systems.

Mastering OpenCV with Practical Computer Vision Projects -

Daniel Lélis Baggio 2012-12-03

Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise.

Learning TensorFlow - Tom Hope 2017-08-09

Roughly inspired by the human brain, deep neural networks trained with large amounts of data can solve complex tasks with unprecedented accuracy. This practical book provides an end-to-end guide to TensorFlow, the leading open source software library that helps you build and train neural networks for computer vision, natural language

processing (NLP), speech recognition, and general predictive analytics. Authors Tom Hope, Yehezkel Resheff, and Itay Lieder provide a hands-on approach to TensorFlow fundamentals for a broad technical audience—from data scientists and engineers to students and researchers. You'll begin by working through some basic examples in TensorFlow before diving deeper into topics such as neural network architectures, TensorBoard visualization, TensorFlow abstraction libraries, and multithreaded input pipelines. Once you finish this book, you'll know how to build and deploy production-ready deep learning systems in TensorFlow. Get up and running with TensorFlow, rapidly and painlessly. Learn how to use TensorFlow to build deep learning models from the ground up. Train popular deep learning models for computer vision and NLP. Use extensive abstraction libraries to make development easier and faster. Learn how to scale TensorFlow, and use clusters to distribute model training. Deploy TensorFlow in a production setting.

Design Your Own PC Visual Processing and Recognition System in C# - Fevzi Özgül 2012

With the advent of many open source image processing libraries, sophisticated imaging functionality can now be incorporated into dot.net applications. This capability facilitates the creation of image processing software boasting contemporary problem solving capabilities including object recognition, face detection, face recognition, OCR, object movement and presence analysis. This book is aimed at Engineers, Scientists and enthusiasts with developed programming skills or with a strong interest in image processing technology on a PC. Written using Microsoft C# and utilising object-oriented practices, this book is a comprehensive and practical how-to guide. The key focus is on modern image processing techniques with useful and practical application examples to produce high-quality image processing software. Analysis starts with a detailed review of the fundamentals of image processing. It progresses to explain and explore the practical uses of two highly sophisticated and freely downloadable, open source image processing libraries; AForge.NET and Emgu.CV, utilising dot.net technology within the Microsoft Visual Studio environment. Starting with how to recognise

and enumerate any number of webcams connected to your PC system, take snapshots with a click of an on-screen button, save, load and display images and video. In-depth topics covered in this book include: Detection of networked webcams and local USB cameras; Image Processing Techniques (real-time & post-processing); Motion Detection; Face Detection & Recognition; Object Recognition; Character Recognition (including a vehicle registration plate example).

Mastering OpenCV 3 - Daniel Lelis Baggio 2017-04-28

Practical Computer Vision Projects About This Book Updated for OpenCV 3, this book covers new features that will help you unlock the full potential of OpenCV 3 Written by a team of 7 experts, each chapter explores a new aspect of OpenCV to help you make amazing computer-vision aware applications Project-based approach with each chapter being a complete tutorial, showing you how to apply OpenCV to solve complete problems Who This Book Is For This book is for those who have a basic knowledge of OpenCV and are competent C++ programmers. You need to have an understanding of some of the more theoretical/mathematical concepts, as we move quite quickly throughout the book. What You Will Learn Execute basic image processing operations and cartoonify an image Build an OpenCV project natively with Raspberry Pi and cross-compile it for Raspberry Pi.text Extend the natural feature tracking algorithm to support the tracking of multiple image targets on a video Use OpenCV 3's new 3D visualization framework to illustrate the 3D scene geometry Create an application for Automatic Number Plate Recognition (ANPR) using a support vector machine and Artificial Neural Networks Train and predict pattern-recognition algorithms to decide whether an image is a number plate Use POSIT for the six degrees of freedom head pose Train a face recognition database using deep learning and recognize faces from that database In Detail As we become more capable of handling data in every kind, we are becoming more reliant on visual input and what we can do with those self-driving cars, face recognition, and even augmented reality applications and games. This is all powered by Computer Vision. This book will put you straight to work in creating powerful and unique

computer vision applications. Each chapter is structured around a central project and deep dives into an important aspect of OpenCV such as facial recognition, image target tracking, making augmented reality applications, the 3D visualization framework, and machine learning. You'll learn how to make AI that can remember and use neural networks to help your applications learn. By the end of the book, you will have created various working prototypes with the projects in the book and will be well versed with the new features of OpenCV3. Style and approach This book takes a project-based approach and helps you learn about the new features by putting them to work by implementing them in your own projects.

OpenCV 4 Computer Vision Application Programming Cookbook - David Millán Escrivá 2019-05-03

Discover interesting recipes to help you understand the concepts of object detection, image processing, and facial detection Key Features Explore the latest features and APIs in OpenCV 4 and build computer vision algorithms Develop effective, robust, and fail-safe vision for your applications Build computer vision algorithms with machine learning capabilities Book Description OpenCV is an image and video processing library used for all types of image and video analysis. Throughout the book, you'll work through recipes that implement a variety of tasks, such as facial recognition and detection. With 70 self-contained tutorials, this book examines common pain points and best practices for computer vision (CV) developers. Each recipe addresses a specific problem and offers a proven, best-practice solution with insights into how it works, so that you can copy the code and configuration files and modify them to suit your needs. This book begins by setting up OpenCV, and explains how to manipulate pixels. You'll understand how you can process images with classes and count pixels with histograms. You'll also learn detecting, describing, and matching interest points. As you advance through the chapters, you'll get to grips with estimating projective relations in images, reconstructing 3D scenes, processing video sequences, and tracking visual motion. In the final chapters, you'll cover deep learning concepts such as face and object detection. By the end of the book, you'll

be able to confidently implement a range to computer vision algorithms to meet the technical requirements of your complex CV projects What you will learn Install and create a program using the OpenCV library Segment images into homogenous regions and extract meaningful objects Apply image filters to enhance image content Exploit image geometry to relay different views of a pictured scene Calibrate the camera from different image observations Detect people and objects in images using machine learning techniques Reconstruct a 3D scene from images Explore face detection using deep learning Who this book is for If you're a CV developer or professional who already uses or would like to use OpenCV for building computer vision software, this book is for you. You'll also find this book useful if you're a C++ programmer looking to extend your computer vision skillset by learning OpenCV.

Intelligent System Design - Vikrant Bhateja 2022-10-27

This book presents a collection of high-quality, peer-reviewed research papers from the 7th International Conference on Information System Design and Intelligent Applications (India 2022), held at BVRIT Hyderabad College of Engineering for Women, Hyderabad, Telangana, India, from February 25 to 26, 2022. It covers a wide range of topics in computer science and information technology, including data mining and data warehousing, high-performance computing, parallel and distributed computing, computational intelligence, soft computing, big data, cloud computing, grid computing and cognitive computing.

Learning OpenCV 4 Computer Vision with Python 3 - Joseph Howse 2020-02-20

Updated for OpenCV 4 and Python 3, this book covers the latest on depth cameras, 3D tracking, augmented reality, and deep neural networks, helping you solve real-world computer vision problems with practical code Key Features Build powerful computer vision applications in concise code with OpenCV 4 and Python 3 Learn the fundamental concepts of image processing, object classification, and 2D and 3D tracking Train, use, and understand machine learning models such as Support Vector Machines (SVMs) and neural networks Book Description Computer vision is a rapidly evolving science, encompassing diverse

applications and techniques. This book will not only help those who are getting started with computer vision but also experts in the domain. You'll be able to put theory into practice by building apps with OpenCV 4 and Python 3. You'll start by understanding OpenCV 4 and how to set it up with Python 3 on various platforms. Next, you'll learn how to perform basic operations such as reading, writing, manipulating, and displaying still images, videos, and camera feeds. From taking you through image processing, video analysis, and depth estimation and segmentation, to helping you gain practice by building a GUI app, this book ensures you'll have opportunities for hands-on activities. Next, you'll tackle two popular challenges: face detection and face recognition. You'll also learn about object classification and machine learning concepts, which will enable you to create and use object detectors and classifiers, and even track objects in movies or video camera feed. Later, you'll develop your skills in 3D tracking and augmented reality. Finally, you'll cover ANNs and DNNs, learning how to develop apps for recognizing handwritten digits and classifying a person's gender and age. By the end of this book, you'll have the skills you need to execute real-world computer vision projects. What you will learn Install and familiarize yourself with OpenCV 4's Python 3 bindings Understand image processing and video analysis basics Use a depth camera to distinguish foreground and background regions Detect and identify objects, and track their motion in videos Train and use your own models to match images and classify objects Detect and recognize faces, and classify their gender and age Build an augmented reality application to track an image in 3D Work with machine learning models, including SVMs, artificial neural networks (ANNs), and deep neural networks (DNNs) Who this book is for If you are interested in learning computer vision, machine learning, and OpenCV in the context of practical real-world applications, then this book is for you. This OpenCV book will also be useful for anyone getting started with computer vision as well as experts who want to stay up-to-date with OpenCV 4 and Python 3. Although no prior knowledge of image processing, computer vision or machine learning is required, familiarity with basic Python programming is a must.

Mastering Computer Vision with TensorFlow 2.x - Krishnendu Kar
2020-05-15

Apply neural network architectures to build state-of-the-art computer vision applications using the Python programming language
Key Features
Gain a fundamental understanding of advanced computer vision and neural network models in use today
Cover tasks such as low-level vision, image classification, and object detection
Develop deep learning models on cloud platforms and optimize them using TensorFlow Lite and the OpenVINO toolkit
Book Description
Computer vision allows machines to gain human-level understanding to visualize, process, and analyze images and videos. This book focuses on using TensorFlow to help you learn advanced computer vision tasks such as image acquisition, processing, and analysis. You'll start with the key principles of computer vision and deep learning to build a solid foundation, before covering neural network architectures and understanding how they work rather than using them as a black box. Next, you'll explore architectures such as VGG, ResNet, Inception, R-CNN, SSD, YOLO, and MobileNet. As you advance, you'll learn to use visual search methods using transfer learning. You'll also cover advanced computer vision concepts such as semantic segmentation, image inpainting with GAN's, object tracking, video segmentation, and action recognition. Later, the book focuses on how machine learning and deep learning concepts can be used to perform tasks such as edge detection and face recognition. You'll then discover how to develop powerful neural network models on your PC and on various cloud platforms. Finally, you'll learn to perform model optimization methods to deploy models on edge devices for real-time inference. By the end of this book, you'll have a solid understanding of computer vision and be able to confidently develop models to automate tasks. What you will learn
Explore methods of feature extraction and image retrieval and visualize different layers of the neural network model
Use TensorFlow for various visual search methods for real-world scenarios
Build neural networks or adjust parameters to optimize the performance of models
Understand TensorFlow DeepLab to perform semantic segmentation on images and DCGAN for image

inpainting
Evaluate your model and optimize and integrate it into your application to operate at scale
Get up to speed with techniques for performing manual and automated image annotation
Who this book is for
This book is for computer vision professionals, image processing professionals, machine learning engineers and AI developers who have some knowledge of machine learning and deep learning and want to build expert-level computer vision applications. In addition to familiarity with TensorFlow, Python knowledge will be required to get started with this book.

Advances in Information Communication Technology and Computing - Vishal Goar
2020-08-18

This book features selected research papers presented at the International Conference on Advances in Information Communication Technology and Computing (AICTC 2019), held at the Government Engineering College Bikaner, Bikaner, India, on 8-9 November 2019. It covers ICT-based approaches in the areas ICT for energy efficiency, life cycle assessment of ICT, green IT, green information systems, environmental informatics, energy informatics, sustainable HCI and computational sustainability.

Embedded Vision - S. R. Vijayalakshmi
2019-10-12

Embedded vision is the integration of "computer vision" into machines that use algorithms to decode meaning from observed images or video. It has a wide range of applications to machine learning, artificial intelligence, industrial, medical, driverless cars, drones, smart phones, aerospace, defense, agriculture, consumer, surveillance, robotics and security. This book is an introductory guide for anyone who is interested in designing machines that have vision-enabled, embedded products. It covers a large number of topics encountered in hardware architecture, software algorithms, applications, advancements in camera, processors, and sensors in the field of embedded vision. Features: Includes a wide range of applications to artificial intelligence, machine learning, industry, science, medicine, transportation, civil infrastructure, and security
Covers a large number of topics encountered in hardware architecture, software algorithms, applications, advancements in

processors and sensors.

Proceedings of International Conference on Recent Trends in Computing
- Rajendra Prasad Mahapatra 2022-01-16

This book is a collection of high-quality peer-reviewed research papers presented at International Conference on Recent Trends in Computing (ICRTC 2021) held at SRM Institute of Science and Technology, Ghaziabad, Delhi, India, during 4 - 5 June 2021. The book discusses a wide variety of industrial, engineering and scientific applications of the emerging techniques. The book presents original works from researchers from academic and industry in the field of networking, security, big data and the Internet of things.

[Learn OpenCV 4 by Building Projects](#) - David Millán Escrivá 2018-11-30

Explore OpenCV 4 to create visually appealing cross-platform computer vision applications Key Features Understand basic OpenCV 4 concepts and algorithms Grasp advanced OpenCV techniques such as 3D reconstruction, machine learning, and artificial neural networks Work with Tesseract OCR, an open-source library to recognize text in images Book Description OpenCV is one of the best open source libraries available, and can help you focus on constructing complete projects on image processing, motion detection, and image segmentation. Whether you're completely new to computer vision, or have a basic understanding of its concepts, *Learn OpenCV 4 by Building Projects - Second edition* will be your guide to understanding OpenCV concepts and algorithms through real-world examples and projects. You'll begin with the installation of OpenCV and the basics of image processing. Then, you'll cover user interfaces and get deeper into image processing. As you progress through the book, you'll learn complex computer vision algorithms and explore machine learning and face detection. The book then guides you in creating optical flow video analysis and background subtraction in complex scenes. In the concluding chapters, you'll also learn about text segmentation and recognition and understand the basics of the new and improved deep learning module. By the end of this book, you'll be familiar with the basics of Open CV, such as matrix operations, filters, and histograms, and you'll have mastered commonly used

computer vision techniques to build OpenCV projects from scratch. What you will learn Install OpenCV 4 on your operating system Create CMake scripts to compile your C++ application Understand basic image matrix formats and filters Explore segmentation and feature extraction techniques Remove backgrounds from static scenes to identify moving objects for surveillance Employ various techniques to track objects in a live video Work with new OpenCV functions for text detection and recognition with Tesseract Get acquainted with important deep learning tools for image classification Who this book is for If you are a software developer with a basic understanding of computer vision and image processing and want to develop interesting computer vision applications with OpenCV, *Learn OpenCV 4 by Building Projects* for you. Prior knowledge of C++ will help you understand the concepts covered in this book.

Mastering OpenCV 4 with Python - Alberto Fernández Villán

2019-03-29

Create advanced applications with Python and OpenCV, exploring the potential of facial recognition, machine learning, deep learning, web computing and augmented reality. Key Features Develop your computer vision skills by mastering algorithms in Open Source Computer Vision 4 (OpenCV 4) and Python Apply machine learning and deep learning techniques with TensorFlow and Keras Discover the modern design patterns you should avoid when developing efficient computer vision applications Book Description OpenCV is considered to be one of the best open source computer vision and machine learning software libraries. It helps developers build complete projects in relation to image processing, motion detection, or image segmentation, among many others. OpenCV for Python enables you to run computer vision algorithms smoothly in real time, combining the best of the OpenCV C++ API and the Python language. In this book, you'll get started by setting up OpenCV and delving into the key concepts of computer vision. You'll then proceed to study more advanced concepts and discover the full potential of OpenCV. The book will also introduce you to the creation of advanced applications using Python and OpenCV, enabling you to develop applications that

include facial recognition, target tracking, or augmented reality. Next, you'll learn machine learning techniques and concepts, understand how to apply them in real-world examples, and also explore their benefits, including real-time data production and faster data processing. You'll also discover how to translate the functionality provided by OpenCV into optimized application code projects using Python bindings. Toward the concluding chapters, you'll explore the application of artificial intelligence and deep learning techniques using the popular Python libraries TensorFlow, and Keras. By the end of this book, you'll be able to develop advanced computer vision applications to meet your customers' demands. What you will learn Handle files and images, and explore various image processing techniques Explore image transformations, including translation, resizing, and cropping Gain insights into building histograms Brush up on contour detection, filtering, and drawing Work with Augmented Reality to build marker-based and markerless applications Work with the main machine learning algorithms in OpenCV Explore the deep learning Python libraries and OpenCV deep learning capabilities Create computer vision and deep learning web applications Who this book is for This book is designed for computer vision developers, engineers, and researchers who want to develop modern computer vision applications. Basic experience of OpenCV and Python programming is a must.

Intelligent Technologies and Engineering Systems - Jengnan Juang
2013-05-21

This book concentrates on intelligent technologies as it relates to engineering systems. The book covers the following topics: networking, signal processing, artificial intelligence, control and software engineering, intelligent electronic circuits and systems, communications, and materials and mechanical engineering. The book is a collection of

original papers that have been reviewed by technical editors. These papers were presented at the International Conference on Intelligent Technologies and Engineering Systems, held Dec. 13-15, 2012.

Recent Trends in Image and Signal Processing in Computer Vision - Shrutu Jain 2020-03-04

This book highlights recent advances and emerging technologies that utilize computational intelligence in signal processing, computing, imaging science, artificial intelligence, and their applications. It covers all branches of artificial intelligence and machine learning that are based on computation at some level, e.g. artificial neural networks, evolutionary algorithms, fuzzy systems, and automatic medical identification systems. Exploring recent trends in research and applications, the book offers a valuable resource for professors, researchers, and engineers alike.

Handbook of Vascular Biometrics - Andreas Uhl 2020-01-01

This open access handbook provides the first comprehensive overview of biometrics exploiting the shape of human blood vessels for biometric recognition, i.e. vascular biometrics, including finger vein recognition, hand/palm vein recognition, retina recognition, and sclera recognition. After an introductory chapter summarizing the state of the art in and availability of commercial systems and open datasets/open source software, individual chapters focus on specific aspects of one of the biometric modalities, including questions of usability, security, and privacy. The book features contributions from both academia and major industrial manufacturers.

Practical Computer Vision with SimpleCV - Kurt Demaagd 2012
SimpleCV is a cross platform (Windows, Macintosh, Linux) framework in Python that makes writing computer vision applications quick and easy.